
Subject: Colliding galaxies in 3-D object?

Posted by [Richard French](#) on Wed, 18 Feb 2004 00:25:05 GMT

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Hi, Folks -

For an astrophysics class I'm teaching, I'm having the students write a simple simulation of colliding galaxies (in IDL). They've got the basic code working in standard graphics mode, with color coding for the stars in the two galaxies and front and side views of the collision as it unfolds over hundreds of time steps. What I'd like to do next is to view the collision in 3-D with mouse control over the viewing angle and (ideally) the zoom as well. The input information is a set of arrays of 3-D coordinates for N red stars and N green stars, for M time steps. Can someone point me to the 3-D object routine in IDL that should be able to handle this, and (better yet) alert me to any gotchas I should worry about as I try to implement this?

Thanks for any suggestions!

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